

# Xenosplicer

**Stamina Points**  
**6 + Constitution Modifier**

**6 HP**

With the advent of gene splicing techniques such as retroviral therapy, people throughout the pact worlds and beyond have indulged in augmenting their physical form with the abilities of other species both native to their planet and alien. Taken to the extreme, these abilities can create potent warriors, and with proper splicing techniques, can even give users the ability to shift their form into one they've acquired the genes for. Eventually, a user may splice so many genes, one may not be able to tell which species is the original the individual was born as.

## **Key Ability Modifier**

The abilities you get from splicing animal genes are going to be enhanced by great strength or dexterity, therefore, you choose strength or dexterity as your key ability score. A high constitution score can help keep you in close range combat, while a high charisma score may increase the DCs of some abilities and help you better disguise as an animal or race while transformed.

## **Class Skills**

### **SKILL RANKS PER LEVEL**

4 + Intelligence modifier

Acrobatics (Dex)	Perception (Wis)
Athletics (Str)	Physical science (Int)
Disguise (Cha)	Profession (Cha, Int, or Wis)
Intimidate (Cha)	Sense motive (Wis)
Life science (Int)	Stealth (Dex)
Medicine (Int)	Survival (Wis)

## **Proficiencies**

**Armor Proficiency**  
Light Armor

**Weapon Proficiency**  
Basic and Advance melee weapons and small arms

TABLE 1-1: XENOSPLICER

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES	BONUS HP	BONUS DAMAGE DICE
1st	+1	+2	+2	+0	XenosplICE: species selection, Specialty Armor	-	-
2nd	+2	+3	+3	+0	retroviral therapy	-	-
3rd	+3	+3	+3	+1	Xenosshape 1/day, Weapon specialization	+3	-
4th	+4	+4	+4	+1	retroviral therapy	+4	-
5th	+5	+4	+4	+1	XenosplICE: second species selection	+5	-
6th	+6	+5	+5	+2	retroviral therapy, Genetic Augmentor	+6	-
7th	+7	+5	+5	+2	Xenosshape 2/day, Vicious Hunter	+7	-
8th	+8	+6	+6	+2	retroviral therapy, extra natural weapon damage dice	+8	+1
9th	+9	+6	+6	+3	XenosplICE: alien instincts	+9	+1
10th	+10	+7	+7	+3	retroviral therapy	+10	+1
11th	+11	+7	+7	+3	Xenosshape 3/day	+11	+1
12th	+12	+8	+8	+4	retroviral therapy,	+12	+2
13th	+13	+8	+8	+4	XenosplICE: third species selection	+13	+2
14th	+14	+9	+9	+4	retroviral therapy	+14	+2
15th	+15	+9	+9	+5	Xenosshape 4/day,	+15	+3
16th	+16	+10	+10	+5	retroviral therapy,	+16	+4
17th	+17	+10	+10	+5	XenosplICE: alien instincts,	+17	+5
18th	+18	+11	+11	+6	retroviral therapy,	+18	+6
19th	+19	+11	+11	+6	Killer instincts,	+19	+7
20th	+20	+12	+12	+6	retroviral therapy, Hybridization	+20	+8

## XENOSPLICE: SPECIES SELECTION

### 1st level

Upon selecting a species, you gain the benefits listed under that species' *selection bonus* section. Additionally, you may select this species to transform into when using the *Xenoshape* class feature. While transformed into the selected species, you gain the benefits listed under that species' *Form* section.

You select a second species at level 5, and a third species at level 13.

## SPECIALTY ARMOR 1st level

You may spend 1 hour with a piece of light armor of your level or lower to modify it to be able to transform with any shape you can transform into.

## RETROVIRAL THERAPY 2nd level

At every even class level, you may gain a retroviral therapy for which you are high enough class level, meet the pre-requisites for if any.

## XENOSHAPE (EX) 3rd level

Once per day, you may transform into a species you have selected with the *Xenosplice: Species Selection* class feature. While Transformed, you gain the benefits of the species listed under that species' *Form* section, and temporary bonus HP as listed in table 1-1. Your weapons meld into your body when you are transformed, and you lose the ability to use non-natural weapons. This form lasts for 10 minutes. While in this form, you lose any special abilities given to you by your race or *Hybridization* class feature (unless the species selection for the *Hybridization* class feature is the same species as the chosen species to transform into). You may not use this feature while wearing armor that has not been modified be able to fit the Form you've selected (for example by using the *Specialty Armor* class feature). Any augmentations you have remain active while transformed. You may extend the duration of this transformation to an hour by spending a resolve point.

You gain an additional use of this feature per day at levels 7, 11, and 15.

## WEAPON SPECIALIZATION (EX)

### 3rd level

You gain weapon specialization as a bonus feat at level 3.

Natural attacks you make while transformed into a species with the *Xenoshape* class feature have their own weapon specialization bonuses listed in their description. The same is true for natural attacks granted by any other Xenosplicer class feature.

## GENETIC AUGMENTOR

### 6th level

Your experience with genetic augmentations helps you reproduce the effects of biotech using genetic engineering. You may spend a day performing gene therapy to install a biotech augmentation on you or a willing creature for a 25% reduced cost. You may only install biotech augmentations this way with item level less than or equal to both your life science skill and medicine skill. These augmentations still follow the same rules and use the same implantation slots as other augmentations.

## VICIOUS HUNTER 7th level

When you attack twice as a full round attack, if both attacks are with natural weapons, your attacks take a -3 penalty instead of a -4.

## EXTRA NATURAL WEAPON DAMAGE DICE

### 8th level

At level 8, add extra dice for any natural weapon attacks you make. The number of dice you add is listed on Table 1-1.

*For example: a claw attack that does 1d6 damage does 2d6 damage at level 8, 3d6 damage at level 12, 4d6 at level 15, 5d6 at level 16, etc.*

## XENOSPLICE: ALIEN INSTINCT (EX)

### 9th level

Choose species you have already selected with the *XenosplICE: Species Selection* class feature. Gain the benefits listed under that creatures *Alien Instinct* section.

At level 17, You choose another species you have already selected with the *XenosplICE: Species Selection* class feature and gain the benefits listed under that creatures *Alien Instinct* section.

### **KILLER INSTINCT (EX) 19th level**

Whenever you make the killing blow on an enemy while transformed by your *xenosHAPE* class feature, you gain 1 resolve point.

### **HYBRIDIZATION (EX) 20th level**

Your splicing with a species has gone so far, you are now just as much that species as your own.

Choose a species already selected with the *XenosplICE: Species Selection* feature. You gain the benefits listed under that creatures *Hybridization* section and bonus HP equal to the bonus HP listed in table 1-1. While you are not actively transformed, you are considered to be transformed as the chosen species as if by the *XenosHAPE* class feature for the purposes of other feats and class features. You do not lose the ability to use non-natural weapons or un-modified armor despite being considered transformed.

You can still transform into that species using the *XenosHAPE* class feature, however, you do not gain any additional benefits while doing so. You do not lose the benefits of hybridization for being xenoshaped into that form.

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## SPECIES SELECTIONS

<b>SHOTALASHU</b>
<b>SELECTION BONUS</b> dark vision 60 ft., low light vision perception +2, stealth +1, acrobatics +1  while in forest terrain, speed not impeded by terrain  <b>Attacks</b> claw (operative) (1d6 + 1.5* character level S)
<b>FORM</b> Large Telepathy Speed: 50 ft Dexterity +2, Constitution +1  Fortitude saves +1, Reflex saves +1  +4 AC against attacks of opportunity  <b>Attacks</b> claw (operative) (1d6 + 1.5* character level S)
<b>ALIEN INSTINCT</b> stealth +1, acrobatics +1 Your flanking bonus is increased to +4 +10 ft movement speed ( <i>both while transformed and not</i> )  <b>While Transformed Into The Shotalashu Form</b> increase die size of claw attacks up a step ( <i>d4 -&gt; d6, d6-&gt; d8, d8 -&gt; d10, d10 -&gt; d12</i> ) and increase Increase dexterity bonus by +1.
<b>HYBRIDIZATION</b> Become one size larger if medium sized or smaller. Speed = 50 ft or Speed + 10 ft if speed is 45 ft or more Dexterity +2, Constitution +1  Fortitude saves +1, Reflex saves +1  +4 against attacks of opportunity

## NYSSHOLORA

### SELECTION BONUS

dark vision 60 ft., low light vision, can sense creatures within 60 ft that can use telepathy  
Perception +1, Athletics +3

### Attacks

phasic claws: (1d4+1.5\* character level So)

### FORM

Large, 10 ft reach  
Speed 30 ft  
Strength +2, Constitution +1

+1 AC

Fortitude saves +1, Will saves +1

### Attacks

bite (1d6+1.5x character level P)  
phasic claws (1d4+1.5x character level So)  
tail scourge (1d4+1.5x character level E)

### ALIEN INSTINCT

Athletics +1

1/day Sonic Breath Weapon: 15ft cone, 1d6 sonic damage for every 2 xenosplicer levels. Ignores hardness  
Reflex save for half damage, DC = 10 + .5 \* xenosplicer level + Strength Modifier  
Creatures who fail their save are staggered for 1 round.

### While Transformed Into The Nyssholora Form

phasic claws ignore half an object's hardness  
You may spend a resolve point to use the sonic breath weapon an additional time.  
Increase Strength bonus by +1.

### HYBRIDIZATION

Become one size larger if medium sized or smaller. If Large or larger, gain 10 ft reach  
Strength +2, Constitution +1

+1 AC

Fortitude saves +1, Will saves +1

### Attacks Gained

bite (1d6+1.5x character level P)  
tail scourge (1d4+1.5x character level E)

## FRUJAI

### SELECTION BONUS

low light vision

+2 against bull rush, reposition, and trip

Perception +1, Intimidate +2, Survival +1

### Attacks

Slam (1d4+1.5x character level B)

### FORM

Plant

Large

Speed 30 ft, Climb 20 ft

Strength +1, Constitution +2

+2 AC

Double your HP bonus while transformed.

Fortitude saves +1, Will saves +1

Plant Immunities

+2 against bull rush, reposition, and trip

### Attacks

Slam (1d4+1.5\* character level B)

Ranged: Gravity Anchor (1d4 + Character level force damage (attack against EAC)) range 80 ft.

If gravity anchor hits, you may spend a resolve point to attempt a trip or reposition combat maneuver. The reposition can be up to 10 ft.

### ALIEN INSTINCT

Intimidate +1, Survival +1

you can act as though gravity conditions were up to 2 steps stronger or weaker. Ignore any supernatural gravity effects.

### While Transformed Into The Frujai Form

Combat maneuvers made with Gravity Anchor gain a +4 bonus

Increase the range of Gravity Anchor natural attack to 150 ft

Will saves +1

Increase Strength bonus by +1

### HYBRIDIZATION

Gain plant creature type

Become one size larger if medium sized or smaller.

Climb 20 ft

Strength +1, Constitution +2

+2 AC

Double your HP bonus

Fortitude saves +1, Will saves +1

Plant Immunities

+2 against bull rush, reposition, and trip

### Attacks Gained

Ranged: Gravity Anchor (1d4 + Character level force damage (attack against EAC)) range 80 ft.

If gravity anchor hits, you may spend a resolve point to attempt a trip or reposition combat maneuver. The reposition can be up to 10 ft.

## SHIPMIND

### SELECTION BONUS

blindsight (life) 60 ft, telepathy 60 ft, gain piloting, engineering, and computers as class skills  
Piloting +2, and +2 to computers checks when interfacing with a ship's computer

### Attacks

Melee slam 1d6+1.5\*lvl B

### FORM

Ooze

Large, 10 ft reach

Speed 10 ft or 0 ft when in a specialized container

Strength +1, Dexterity +1

You only benefit from half the AC you get from armor.

Halve the HP bonus you get for being transformed

Fortitude saves +1, Will saves +1

Ooze immunities

You do not need to modify armor to use it while in this form.

**Special container:** A special container can be made on a ship for 2 build points. While in this container, you fully benefit from the AC bonus of your armor, and get an additional +4 circumstance bonus to AC. While interfacing with a ship through a special container, you may see anywhere on the ship and within 90 ft of the exterior. You may also communicate with anything anywhere in the ship, and may activate ship systems anywhere on the ship as a full round action.

### Attacks

Melee slam (1d6+1.5 \* character level B)

Ranged plasma bolt (1d6+character level E & F; critical burn 1d10) 80 ft range increments

### ALIEN INSTINCT

Piloting +1, Engineering +1, Computers +1

At will: Detect Alignment

### While Transformed Into The Shipmind Form

When you hit with your melee slam, you grab the target

You may take 2 actions during ship encounters while interfaced through a special container

Increase Strength bonus by +1.

### HYBRIDIZATION

Gain ooze creature type

Become one size larger if medium sized or smaller. If Large or larger, gain 10 ft reach

-10 ft speed. 0 ft when in special container

Strength +1, Dexterity +1

You only benefit from half the AC you get from armor.

Halve the HP bonus you get

Fortitude saves +1, Will saves +1

Ooze immunities

### Attacks Gained

Melee slam (1d6+1.5 \* character level B)

Ranged: plasma bolt (1d6+character level E & F; critical burn 1d10) 80 ft range increments



## OROCORAN

### SELECTION BONUS

dark vision 60 ft.

Perception +1, mysticism +1, stealth +1

### Attacks

Ranged: Vomit (1d6 + character level A) 30 ft

### FORM

Aberration

Medium

Speed 30 ft

Dexterity +2, Constitution +1

Halve the HP bonus you get for being transformed

Fortitude saves +1, Reflex saves +1, Will saves +1

unflankable

### Attacks

Proboscis (1d6 + character level P)

Ranged: Vomit (1d6 + character level A) 30 ft

### ALIEN INSTINCT

Stealth +1, Survival +1

Always active: see invisibility

### While Transformed Into The Orocoran Form

Increase the attack die size of Vomit by 1 step. In addition, Vomit gets the hallucination effect.

Increase Charisma bonus by +1.

**Hallucination:** A creature hit with vomit must succeed at a DC (10+.5\*Xenoshifter level + Dexterity Bonus) Will save or be confused (as per confusion) for 1d4 rounds. Regardless of whether or not the creature failed the save, it is immune to further applications of this effect for 24 hours.

### HYBRIDIZATION

Gain Aberration creature type

Dexterity +2, Constitution +1

Halve the HP bonus you get

Fortitude saves +1, Reflex saves +1, Will saves +1

### Attacks Gained

Proboscis (1d6 + character level P)

## TASHTARI

### SELECTION BONUS

dark vision 60 ft, low light vision, +4 to climb checks  
Perception +1, acrobatics +1, athletics +1, stealth +1

### Attacks

Ranged: Muzzle Beam (1d6 + character level F, critical burn 1d4) range 80 ft

### FORM

Magical Beast  
Medium  
Speed 30 ft, climb 30 ft.  
Strength +1, Dexterity +2

Fortitude saves +2, reflex saves +2, will -1

+4 to climb checks

### Attacks

Bite (1d6 + 1.5 \* character level P)  
Muzzle Beam (1d6 + character level F, critical burn 1d4) range 80 ft

### ALIEN INSTINCT

athletics +1, stealth +1  
Fire resistance 5

### While Transformed Into The Tashtari Form

Muzzle Beams critical effect becomes burn 1d6 and its range increases to 120 ft.  
Gain access to Bristle Nova ability.  
Increase will save bonus by +1.  
Increase Strength bonus by +1. Increase Dexterity bonus by +1.

**Bristle Nova:** 1/day. As a standard action, you can cause your filaments to flare with intense light. Each creature within 60 feet must succeed at a DC (10 + .5\* XenoSplicer level + Charisma Bonus) Fortitude save or be blinded for 1d4 rounds. Creatures that succeed at this save are instead dazzled for 1 round. This ability has no effect on sightless creatures.

### HYBRIDIZATION

Gain Magical Beast creature type  
climb 30 ft.  
Strength +1, Dexterity +2

Fortitude saves +2, Reflex saves +2, Will saves -1

+4 to climb checks

### Attacks Gained

Bite (1d6 + 1.5 x level P)

## VRACINEA

### SELECTION BONUS

low light vision

Perception +1, stealth +2, survival +1

### Attacks

Bite (1d6 + 1.5\*level P)

### FORM

Plant

Large, 10 ft reach

Speed 15 ft.

Strength +2, Dexterity +1

Fortitude saves +1, Will saves +1

Plant Immunities

+2 against bull rush, reposition, and trip

Aura 15 ft: Sweet Scent

**Sweet Scent:** Creatures who enter the aura or begin their turn in the aura must make a DC (10+.5\*Xenoschaper level + charisma bonus) Will Save or be staggered until the beginning of their next turn.

### Attacks

Bite (1d6 + 1.5\*level P)

### ALIEN INSTINCT

athletics +1, survival +1

gain the Lure special ability

### While Transformed Into The Vracinea Form

*Sweet Scent* stuns a creature the first time the creature fails the will save against it, creatures affected by the lure ability will take no actions against you

Increase Charisma bonus by +1

**Lure:** spend a resolve point to lure a creature to you. At the beginning of that creature's turn, it must move towards you. If 1 movement does not get them within 5 feet of you, they must use their standard action to move again. Creatures lured may make a DC (10+.5\*xenoschaper level + charisma bonus) at the beginning of their turn to end the effect and become immune to it for 24 hours. Additionally, lured creatures may make the same save when they take damage. Losing consciousness also ends the effect.

### HYBRIDIZATION

Gain plant creature type

Speed -5 ft/

Become one size larger if medium sized or smaller. If Large or larger, gain 10 ft reach

Strength +2, Dexterity +1

Fortitude saves +2, Reflex saves +1

Plant Immunities

Aura 15 ft: Sweet Scent (see Sweet Scent under Form section)

## PLAYABLE RACE

### SPECIAL

When choosing this species, choose any non-human playable race other than your own as the chosen species. Gain the effects according to that species racial traits. You may use alternate racial traits as you would when creating a character.

You may select *Playable Race* as a species selection multiple times, but must choose a new playable race each time.

### SELECTION BONUS

get a +1 to each of any 2 skills that the race gives a bonus to. Gain proficiency with long arms. choose 1 racial trait other than the skill trait and permanently gain that trait.

### FORM

Apply all effects given to you by your selected race's racial traits except HP. This includes stat changes and racial traits. You may also use un-modified armor and non-natural weapons while in this form.

Any choices you can make regarding the race must be made when selecting this race or upon reaching the level you would normally make a selection for that race. You cannot change these choices, but you only benefit from them while transformed into this playable race.

Select any effects that scale based on level or are selected at previous levels retroactively.

Your selection bonus for this race is part of this form, therefore, you stop benefiting from the selection bonus for this race while transformed as this race, but continue to benefit from it once this transformation ends.

### ALIEN INSTINCT

gain a +1 to all skills given a bonus by your selected race unless you choose the specific skills the race gets. If you choose the skills that get a bonus from your race selection, instead choose 2 skills the selected race can boost, and give each a +1 bonus.

Select a bonus feat and gain it permanently.

### While Transformed Into The Selected Playable Race Form

Ignore any negative stat adjustments. If your selected race does not give a negative stat adjustment, instead get +1 to any stat not boosted by your selection race's form.

This form is also extended to last 1 hour, and may be extended an additional hour by spending 1 resolve point.

### HYBRIDIZATION

Apply the effects given to you by your selected races racial traits as done for the selected race's *Form* traits, including any choices you've made for that Form.

Your selection bonus for this race is part of this form, therefore, you no longer gain the bonuses explicitly from that race's selection bonus.

## Retroviral Therapies

You gain your first retroviral therapy at 2nd level, and an additional retroviral therapy every 2 levels thereafter. Retroviral therapies require you to have a minimum xenosplicer level, and are organized accordingly. Some require you to meet additional prerequisites, such as having other retroviral therapies.

### 2nd Level

You must be at least 2nd level to choose these retroviral therapies

#### Gills

-You gain the genes from an underwater dwelling creature, gaining gills. You may breathe underwater. Note that this does not take up an augmentation implantation slot.

#### Opposable Toes

-Your feet become like hands. You can use them for anything you can use your hands for as long as they are not occupied being used for standing or moving. You can walk around barefoot with no penalties, and as long as you do, you gain a +4 circumstance bonus to climb checks.

#### Sharpwing Eye

-The genes of a bird of prey give you sharper vision. You gain a +1 to hit with ranged attacks as long as your target is 60 ft or further away.

#### Natural Camouflage

-Choose an environment. While in that environment, you may hide in plain sight, but get a -4 to that stealth check. While stealthed out of sight in that environment, creatures attempting to detect you must roll twice and take the worst result.

#### Defrex Blood

-you gain a +4 bonus to constitution checks against poison.

#### Natural Weapon Coordination

-ranged natural attacks within 40 ft gain a +1 bonus to hit.

#### Prehensile Tail

Prerequisites: no prehensile tail.

-You gain a prehensile tail that is treated as another limb.

### 6th Level

You must be at least 6th level to choose these retroviral therapies

#### Raking Claws

-Slashing natural attacks gain the critical effect: 1d6 bleed. This increases to 2d6 at level 10, 3d6 at level 15, and 4d6 at level 18.

#### Stunning Force

-Blunt natural attacks gain the staggering critical effect. This effect becomes a stunning critical effect at level 12.

#### Impaling Strike

-Pierce natural attacks gain the wound critical effect. This effect becomes critical wound critical effect at level 14.

#### Enhanced Defences

-Increase the DC of all abilities granted by all species selection bonuses, forms, animal instincts, hybridization, and retroviral therapies by +1.

#### Natural Communication

-Choose any two creature species that cannot learn to speak common. You may communicate with members of this species fluently. You may choose this therapy more than once, and must choose new creatures each time.

#### Mechanical Predilection

Prerequisite: proficiency with heavy armor

-you may use the *Specialty Armor* class feature to modify heavy armor of your level or lower.

### 10th Level

You must be at least 10th level to choose these retroviral therapies

#### Rapid Strikes

-When you attack as a full round attack, you may make up to 3 attacks instead of 2 attacks. You take a

-6 instead of -4 to these attacks. If you have the vicious hunter class feature, these attacks instead take a -5 penalty if they are all with natural weapons.

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### Active Camouflage

Prerequisite: Natural Camouflage

-Acts as Natural Camouflage, but applies in any environment.

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### Scent of Blood

-You are always aware of the location of an enemy who is at less than half HP or bleeding. You are not affected by miss chances due to concealment against enemies you are aware of due to this. Cover still effects attack and AC modifiers as normal.

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### Webbed Appendages

-You gain a 30 ft swim speed. If you have a swim speed of 25 ft or more already, instead increase that speed by 10 ft.

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### Skin Flaps

-As long as you are conscious and can move your limbs, you no longer take fall damage, and can move 5 ft in a direction for every 5 ft you fall but it all must be in one direction. You also fall at a rate of 30 ft per round.

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### Electrovore's Voltage

-You may spend a resolve point to deal 1d6 per 2 xenosplicer levels electric damage to all creature touching you. They may make a reflex save for half damage with DC  $(10 + .5 \times \text{xenosplicer level} + \text{constitution modifier})$ .

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### Shifter's Façade

Prerequisite: playable race species selection

-You may momentarily shift your face between a playable race you've chosen and your own. As a move action, roll an intimidate check; each enemy within 30 feet who can see you must make a will save with DC equal to the intimidate check or be shaken for 1d4 rounds. Enemies who pass this check are shaken for 1 round. Enemies affected by this, regardless of if they pass their check or not, cannot be affected by this ability from you again.

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### 14th Level

You must be at least 14th level to choose these retroviral therapies

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### Apari Colony

-Once per day, you may summon a swarm of tiny Apari that take up a 5 foot cube and lasts for 1 minute. It can move up to 15 ft. a round. creatures other than you who are within the swarm at the end of its turn take  $1d4 + 1d4$  per 5 xenosplicer levels and must make a DC  $(10 + .5 \times \text{xenosplicer level} + \text{charisma bonus})$  fortitude save or be off target for 1 round.

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### Carnivore

-If you are xenoshaped to a form other than a playable race, you may spend a resolve point and take a full round action to feast on the corpse of a freshly slain enemy of your size or larger. Doing so restores 2 stamina points per level, and counts as a meal for the purposes of remaining fed.

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### Malleable Structure

-Spend a resolve point to make all parts of your body malleable and squishy for up to 10 minutes. You can fit through any opening with sides 2 inches or longer, but are flatfooted for the duration.

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### Potent Defenses

Prerequisite: Enhanced Defenses.

-Increase the same DC increased by Enhanced Defenses by an additional +1.

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### Predator Ambush

-When attacking an enemy unaware of your presence, you may apply your attacks critical hit effect to your first attack on that creature if you hit, even if you do not critically hit them.

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### Venom Glands

-Choose a poison track. once per 10 minute rest, when you hit with a piercing natural attack, you may inject the target with a poison of the chosen track. It has a DC save  $(10 + .5 \times \text{xenosplicer level})$ , lasts for 6 rounds, and requires 2 consecutive saves to cure.

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## TRANSFORMED SHEET

### Stats

ABILITY	SCORE	MODIFIER
Strength		
Dexterity		
Constitution		
Intelligence		
Wisdom		
Charisma		

Temporary HP	/
KAC	
EAC	
CMAC	
DR	
Speed	
Size	

Fort Save	Ref Save	Will Save

### Resistances

### Special Abilities

### Attacks

Name:

Attack Bonus	Damage Type	Damage	Range

Special:

Critical:

Name:

Attack Bonus	Damage Type	Damage	Range

Special:

Critical:

Name:

Attack Bonus	Damage Type	Damage	Range

Special:

Critical:

Name:

Attack Bonus	Damage Type	Damage	Range

Special:

Critical:

## Altered or Replaced Xenosplicer Class Features for Archetypes

**Multilevel** **2nd, 4th, 12th, and 18th Levels:**

You do not gain a retroviral therapy.

**6th Level** You do not gain the Genetic Augmentor class feature.

**9th Level** You don't gain the *Xenosplice: alien instincts* class feature at 9th level. Instead, you gain it at 10th level, and you don't gain the retroviral therapy normally gained at 10th level.



## UPDATES

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**2/21/2020**

Based on suggestions from [efby1990](#) and [Fluxdragon1](#) on reddit:

- Updated AC of shifted forms to be based on the armor you are wearing, with a few forms giving a bonus or halving the bonus from armor.
- reduced Class HP from 7 to 6 to make it match stamina, but increased the HP given by forms.
- added a table that states how much bonus HP you get at each level for being transformed. Some forms halve or double that amount.

Based on suggestions from [Fluxdragon1](#) on reddit:

- Added a 1st level feature that allows the player to modify light armor to be used while transformed. Restricted transforming to only be used by armor modified this way or similar ways.
- added *Mechanical Predilection* retroviral therapy to allow modifying of heavy armor.
- Moved Vicious Hunter to be a class feature at level 7 instead of just a retroviral therapy.

Based on suggestions from [dreamspeakr](#) on reddit:

- Renamed references to real life animals to reference to animals from the Alien Archive books. Apari in particular was mentioned by name.

Other:

- Added a "transformed" character sheet page that might make it easier for someone to keep track of changes while transformed
- Added medicine to list of class skills
- Added ability to extend transformations with resolve points.

**2/23/2020**

Based on suggestions from [dreamspeakr](#) on reddit:

- Added a class feature that reduces the cost of biotech augmentations to add some utility, interact

with biotech, and allow the Xenosplicer to splice other creatures. Also added a note that augmentations remain active while transformed.

-Added archetype support